

TORINO CITY LOVE

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PROJECT'S DESCRIPTION

Torino City Love (TCL) is an initiative of solidarity and open innovation launched in March 2019 aimed at mobilizing TCL partners and other businesses from Italy and beyond to deploy innovative solutions to support citizens and businesses based in Turin-Piedmont during the COVID-19 emergency. The following goals are among the main priorities addressed: to promote innovative learning solutions, to combat social isolation, to promote a culture of open innovation and social inclusion for all.



TORINO CITY LAB

Torino City Lab is an initiative-platform aimed at creating simplified conditions for companies interested in conducting testing in real conditions of innovative solutions for urban living. Promoted by the City, it involves a vast local partnership of subjects from public and private sectors.

CO-CREATING CHANGE

TCL has been proposing four main actions in the field of education and social inclusion, with the aim to trigger a scaling-deep effect: it aims at solving practical problems during the lockdown period. These are 3 main showcases:

Educational 3D path of MAO -Museum of Oriental Arts (Partner: Vertical srl and Dktk3d): a digital gamified reconstruction of the Museum which allowed students to digitally discover some of the most inspiring rooms and get closer to the oriental treasures.

Virtual school trips partner: Microsoft through the platform «Skype in the classroom». Students and teachers connected from home could interact with experts onsite at local Museums and urban agriculture park "Orti generali".

Remote-controlled robots for distance communication at hospitals (partner: TIM). Thanks to the use of robots, produced by DOUBLES and connected to the TIM network, children, parents and all other operators of the structures concerned are enabled to maintain human contact.

OUTCOMES

In general, the level of satisfaction of all the aforementioned experiences was very high and there is a willingness to continue to offer blended learning experience in the future, combining digital, culture and entertainment for all.

About 200 students have been involved and 20 teachers through 50 virtual trips/digital tour/training activities from primary and secondary schools. 5 Local Museums involved as partners. 3 Hospitals involved for remote assistance experiments.

